IN THE CLAIMS:

Please amend claims 1-5, 7, 10, 12-34, 37 & 38 as follows:

1. (Currently amended) A toy vehicle comprising:
vehicle chassis or frame having a plurality of wheels,
motor driving at least one wheel of the vehicle,
input control means, which includes at least one of a switch, a sound activated sensor, a voice activated module, a speech recognition module, a light activated sensor, and a magnetic sensor, to enable a player to control the vehicle [the motor], and interact with the vehicle, and
additional means to control the operation of [said motor] the vehicle, and which causes the vehicle, at certain times, to function in a manner that is different from its normal operation when it is responsive to said input control means [independent of control signals received from the input control means].

2. (Currently amended) The toy vehicle of claim 1, wherein said additional means to control the operation of [said motor] the vehicle includes an algorithm that employs random [elements] function to determine when the [motor is activated independent of] vehicle operates in a manner that is different from its normal operation when it is responsive to [control signals received from the] input control means.

3. The toy vehicle of claim 1 further comprising a receiver mounted in the vehicle to receive signals from a transmitter unit located remotely from said vehicle.

4. (Currently amended) The toy vehicle of claim 3 wherein said input control means [are] includes at least a switch located on the transmitter unit.

5. (Currently amended) The toy vehicle of claim 1 wherein the [operation of the motor] movement of the vehicle is at certain times responsive to said input control means, and at other times [is not responsive to, and is independent of, the input control means] is either not responsive to said input control means, or is contradictory to the normal movement of the vehicle when it is responsive to the input control means.

6. (Cancelled) The toy vehicle of claim 1 wherein said means to control the operation of the motor is at certain times not responsive to, and independent of, said input control means.

7. (Currently amended) The toy vehicle of claim 1 wherein said additional means to control the operation of the [motor may at certain times generate motion signals that conflict with signals received from said input control means] vehicle includes an algorithm that determines if the manner in which a user interacts with the vehicle is consistent with past interactions.

8. (Original) The toy vehicle of claim 1 further comprising a mechanism to steer the vehicle.

9. (Original) The toy vehicle of claim 1 wherein the housing of the vehicle is shaped as a motorcycle, car, truck, van, military tank, train, plane or a boat.

10. (Currently amended) A toy vehicle comprising:
vehicle chassis or frame having a plurality of wheels,
motor driving at least one wheel of the vehicle,
input control mechanism[s], which includes at least one of a switch, a sound activated sensor, a voice activated module, a speech activated module, a light activated sensor, and a magnetic sensor, to enable a player to control the vehicle [the motor], and interact with the vehicle,
a microprocessor,
a control logic executed on a processor to control the operation of the vehicle,
a control logic segment that generates interactions with the user of the vehicle,
computer memory to store user's responses to said interactions, and
[a control logic segment that controls the operation of said motor independent of the control signals received from input control mechanisms, or in the absence of such control signals, and based on user's responses to interactions.]
a control logic segment that is based on user's responses to interactions, and which, at certain times, causes the vehicle to operate in a manner that is different from its normal operation when it is responsive to the input control mechanism.

11. (Cancelled) A toy device as recited in claim 10 further comprising computer

memory to store responses to interactions.

12. (Currently amended) A toy vehicle as recited in claim 10, wherein [said] the control logic segment that controls the operation of the [motor is based on] vehicle includes a first algorithm that [derives or] defines knowledge information, which [includes normal] is based on past user's responses to interactions, and a second algorithm that evaluates [the] user's response to an interaction[s], for classifying into one of a plurality of categories, wherein a first category corresponds to a [normal] stored response, and at least a second category corresponds to a response that is different from [the] said stored [normal] response.

13. (Currently amended) The toy vehicle of claim 10 further comprising a receiver mounted in the vehicle to receive input control signals from a transmitter unit located remotely from said vehicle.

14. (Currently amended) The toy vehicle of claim 13 wherein said input control mechanism[s] includes at least a switch [are] located on the transmitter unit.

15. (Currently amended) The toy vehicle of claim 10 wherein said user's responses include[s] plugging in accessories into the toy vehicle.

16. (Currently amended) A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the vehicle [the motor], and interact with the vehicle,

a microprocessor,

a software program executed on a processor to control the operation of the vehicle,

a program segment that generates interactions with the user of the vehicle,

computer memory to store user's responses to interactions,

a program segment that [derives or] defines knowledge information[, which includes normal] based on past user's responses to interactions, and

[a program segment that controls the operation of said motor independent of the input control mechanisms, and based on evaluating user's responses to interactions, and comparing such responses to normal responses]

a program segment that compares current user's responses to stored responses to determine when the operation of the vehicle is different from its normal operation when it is responsive to said input control mechanisms.

17. (Currently amended) The toy vehicle recited in claim 16, wherein said past or current user's responses include activating accessories to the vehicle.

18. (Currently amended) The toy vehicle recited in claim 16, wherein said user's responses include plugging in accessories to the vehicle.

19. (Currently amended) The toy vehicle recited in claim 16, wherein [said] the program segment that [controls the operation of the motor independent of the input control mechanisms] compares current user's responses to stored responses causes the vehicle to operate in a plurality of states.

20. (Currently amended) The toy vehicle recited in claim 19, wherein said plurality of states includes a first state during which the operation of the [motor] vehicle is totally responsive to input control mechanisms, and a second state during which the operation of the [motor] vehicle is at certain times responsive to input control mechanisms, and at other times is totally not responsive to said input control mechanisms.

21. (Currently amended) A toy vehicle as recited in claim 20, further comprising a program segment that controls the vehicle to execute one or more pre-programmed movements during said second state when the [motor] vehicle is not responsive to input control mechanisms.

22. (Currently amended) A toy vehicle comprising:

vehicle chassis or frame having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the [motor] movement of the vehicle, and interact with the vehicle,

a microprocessor,

a software program executed on a processor to control the operation of the vehicle,

a program segment that generates interactions with the user of the vehicle, [and]

a database that includes predetermined responses to said interactions, and

[a program segment that controls the vehicle to operate in a plurality of states, including a first state during which the operation of said motor is responsive to the input control mechanisms, and a second state during which the vehicle executes one or more pre-programmed movements that are not responsive to the input control mechanisms.]

a program segment that compares user's responses to interactions with said predetermined responses to determine when the movement of the vehicle is responsive to the input control mechanisms.

23. (Currently amended) A toy vehicle as recited in claim 22, wherein [said program segment that controls the vehicle to operate in a plurality of states is based on evaluating user's responses to interactions, and comparing such responses to predefined normal responses] the vehicle operates in a plurality of states, including a first state during which the operation of the vehicle is responsive to the input control mechanisms, and a second state during which the vehicle executes one or more pre-programmed movements that are not responsive to the input control mechanisms.

24. (Currently amended) A toy vehicle as recited in claim 23 [22], wherein said program segment that [controls the vehicle to operate in a plurality of states] determines when the movement of the vehicle is responsive to the input control mechanisms [is based on] includes an algorithm that employs random function [elements, and which determines when the operation of the motor is responsive to control signals received from the input control mechanisms].

25. (Currently amended) A toy vehicle as recited in claim 22, wherein said input control mechanisms include plurality of push buttons, switches, pressure switches, touch switches, sensors, voice activated switches, speech activated module, push buttons located on a remote control apparatus, or accessories that can be plugged into the vehicle to enable a user to control the vehicle and provide responses to interactions.

26. (Currently amended) A toy vehicle as recited in claim [1] 16, [wherein said input control means include a plurality of push buttons, switches, pressure switches, touch switches, sensors, voice activated switches, push buttons located on a remote control apparatus, or accessories that can be plugged into the vehicle] further including an algorithm that employs a

random function to determine when the operation of the vehicle is different from its normal operation when it is responsive to said input control mechanisms.

27. (Currently amended) A toy vehicle comprising:

vehicle body having a plurality of wheels,

motor driving at least one wheel of the vehicle,

input control mechanisms to enable a player to control the [motor] vehicle, and interact with the vehicle,

a microprocessor or a micro-controller to control the operation of the vehicle, and a control logic executed on the processor[, and which] that controls the operation of the [motor] vehicle independent of control signals received from said input control mechanisms, and which includes an algorithm that employs at least one of a random function, and a function that determines if the manner in which a user interacts with the vehicle is consistent with past interactions.

28. (Currently amended) A toy vehicle as recited in claim 27 wherein [said control logic includes an algorithm that employs random elements, and which determines when the operation of the motor is independent of the control signals received from input control mechanisms] the housing of the vehicle is shaped as a motorcycle, car, truck, van, military tank, train, plane or a boat.

29. (Currently amended) A toy vehicle as recited in claim 27 wherein said [control logic is based on an algorithm] function that determines if the manner in which a user interacts with the vehicle is consistent with past interactions compares [that evaluates] user's responses to interactions generated by the vehicle with stored responses[, and which determines when the operation of the motor is independent of the control signals received from input control mechanisms].

30. (Currently amended) A toy vehicle as recited in claim 27 wherein said [control logic is based on an algorithm that evaluates user's interactions with the vehicle to determine when the operation of the motor is responsive to control signals received from the input control mechanisms, and when the operation of the motor is independent of said control signals] input control mechanisms include a plurality of push buttons, switches, pressure switches, touch

switches, sensors, voice activated switches, speech activated module, push buttons located on a remote control apparatus, or accessories that can be plugged into the vehicle to enable a user to control the vehicle, and provide responses to interactions.

31. (Currently amended) A toy vehicle as recited in claim 27 wherein [said control logic is based on an algorithm that evaluates user's interactions with the vehicle to determine when] the operation of the motor is at certain times responsive to control signals received from input control mechanisms, and [when the operation of the motor] at other times is based on pre-programmed movements.

32. (Currently amended) A toy vehicle as recited in claim [27] 29 wherein said [control logic is based on an algorithm that compares user's responses to interactions initiated by the vehicle with anticipated responses to determine when the operation of the motor is responsive to control signals received from input control mechanisms, and when the operation of the motor is independent of said control signals] stored responses are predefined in a program database.

33. (Currently amended) A toy vehicle as recited in claim [27] 29 wherein said [control logic is based on an algorithm that evaluates user's interactions with the vehicle to determine when the operation of the motor is responsive to control signals received from input control mechanisms, and when the operation of the motor is opposite to, or conflicts with, the motor's operation corresponding to said control signals] stored responses include past user's responses to interactions initiated by the vehicle.

34. (Currently amended) A toy vehicle as recited in claim 27 wherein said [control logic is based on an algorithm that employs random elements, which determine when the operation of the motor is responsive to control signals received from input control mechanisms, and when the operation of the motor is opposite to, or conflicts with, the motor's operation corresponding to said control signals] independent operation of the vehicle includes the operation of the motor in a manner that conflicts with its normal operation when it is responsive to input control mechanisms.

35. (Previously presented) A toy vehicle as recited in claim 27, further comprising a mechanism to steer the vehicle.

36. (Previously presented) A toy vehicle as recited in claim 35 further comprising a

control logic segment that controls the operation of the steering mechanism independent of control signals received from the input control mechanisms.

37. (Currently amended) A toy vehicle as recited in claim 36 wherein said control logic segment is based on an algorithm that employs random [elements] function, which determine when the operation of the steering mechanism is responsive to control signals received from input control mechanisms, and when the operation of the steering mechanism is opposite to, or conflicts with, the steering operation corresponding to said control signals.

38. (Currently amended) A toy vehicle as recited in claim 36 wherein said control logic segment [is based on] includes an algorithm that evaluates user's interactions with the vehicle to determine when the operation of the steering mechanism is responsive to control signals received from the input control mechanisms, and when the operation of the steering mechanism is independent of said control signals.